

# SPACE STATION ZULU

T.M. Reg. Appl. For



COMPUTER GAME  
DISKETTE FOR:  
APPLE II +<sup>®</sup>, 48K, 3.3 DOS  
NO. 44152



microcomputer games<sup>®</sup>

A DIVISION OF THE AVALON HILL GAME COMPANY

SPACE STATION ZULU IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF SPACE STATION DEFENSE.





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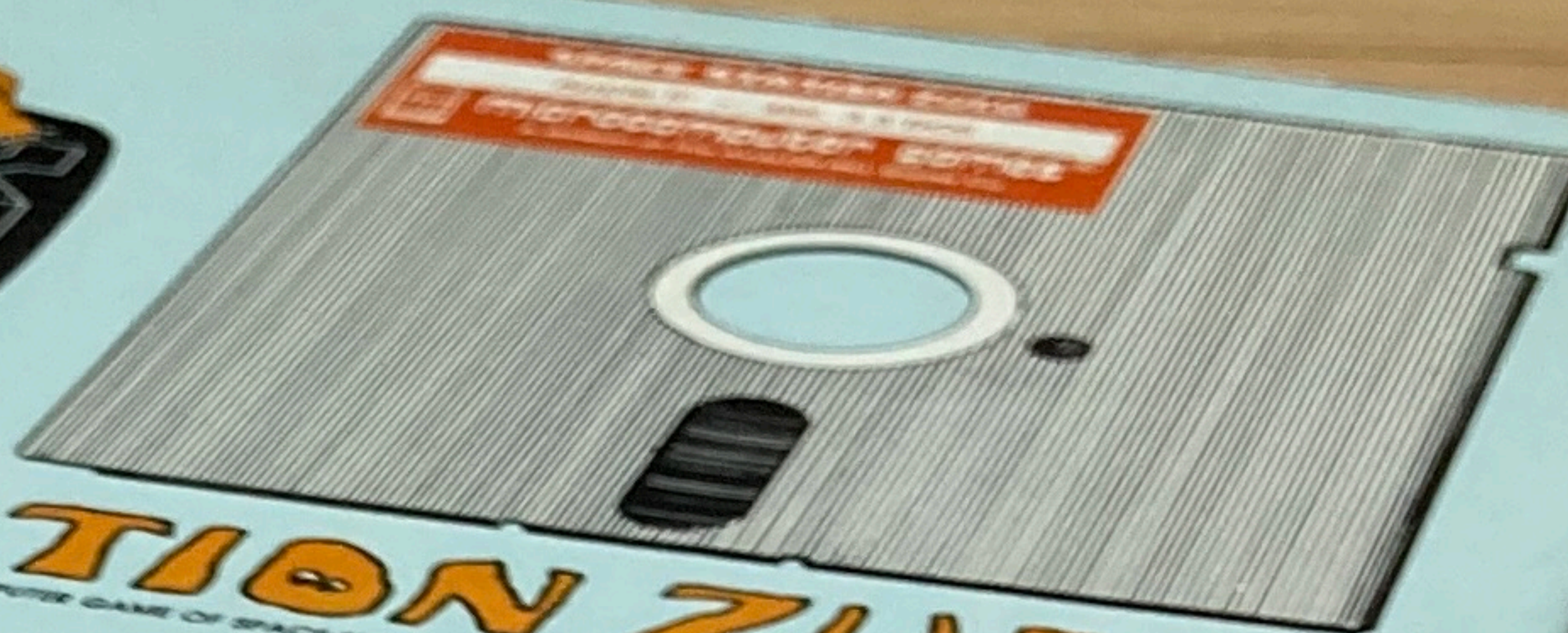
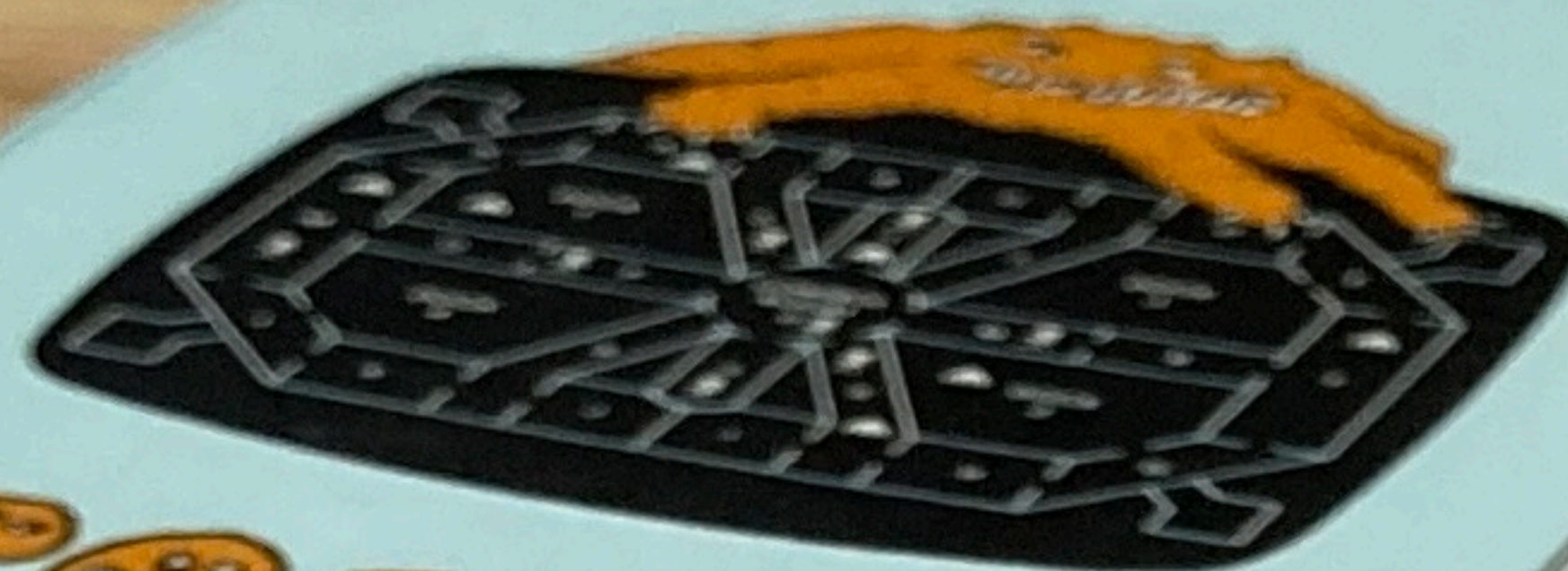












# SPACE STATION ZULU

T.M. Reg. Appl. For

Somewhere in Space, far from Yarg

Just another routine tour, you think, as you settle back into the plush comfort of the captain's chair. On the bridge of Space Station Zulu you find the familiar clicking and purring of the bridge's complex machinery soothing to your nerves. Half in a trance, you look forward to this evening's Yargian gambling game. Shift.

**ALARM!!!** You're jolted to your senses by the shrill blaring of the main alarm system. Suddenly the bridge is in pandemonium. Crew members bustle about to battle stations. In front of you Computer #1 is spurring out a disturbing message:

SECURITY BREACH!!!  
REPEAT: SECURITY BREACH!!!  
ALIEN LIFE FORMS DETECTED ABOARD  
ALIENS ARE OF UNKNOWN ORIGIN AND NATURE  
METHOD OF INTRUSION: SPORE TRANSPORT  
LIFE FORMS SEMI-INTELLIGENT AND CONSIDERED  
HIGHLY DANGEROUS  
ALIENS APPEAR TO BE MULTIPLYING RAPIDLY  
REQUEST IMMEDIATE INSTRUCTIONS.

So much for the routine tour of duty, you grimace, as you hastily begin to issue orders to your frightened crew. Thanks to the newly-developed Commpak you know the location of all of your crewmembers with a glance at the Telemeter screen in front of you. Quickly you instruct your tough robots to grab available weapons and engage

the aliens in hopes of finding their weaknesses. Orders are also issued to your faithful and obedient crewmen:

PICKUP NEAREST WEAPON  
ENGAGE ALIEN LIFEFORM  
REPORT BACK IMMEDIATELY

Soon individual reports are filtering back. A Robot in Landing Dock 3 reports a large concentration of what appear to be larva-stage aliens. In Room B, Sgt. Olmm announces the presence of several very large life forms and adds that the Noise Bomb is totally ineffective. An instant later Olmm's life-light is flashing orange, then blinks out, black. The first casualty. It won't be the last either, you silently predict.

From the captain's chair the situation looks grim indeed. Computer #1 calculates your odds to be slim. Certainly, success will depend on your daring, cunning, tactics and ability to make quick decisions. Now, you realize, a real-life gambling game has begun and the lives of your crew are in the pot.

**SPACE STATION ZULU** is ready to run on your Apple II® or II+ microcomputer with 3.3 DOS and a Disk Drive, 48K Memory and Applesoft® in ROM.

This game is also available for other microcomputer systems.  
\*Trademark of Apple Computers, Inc.

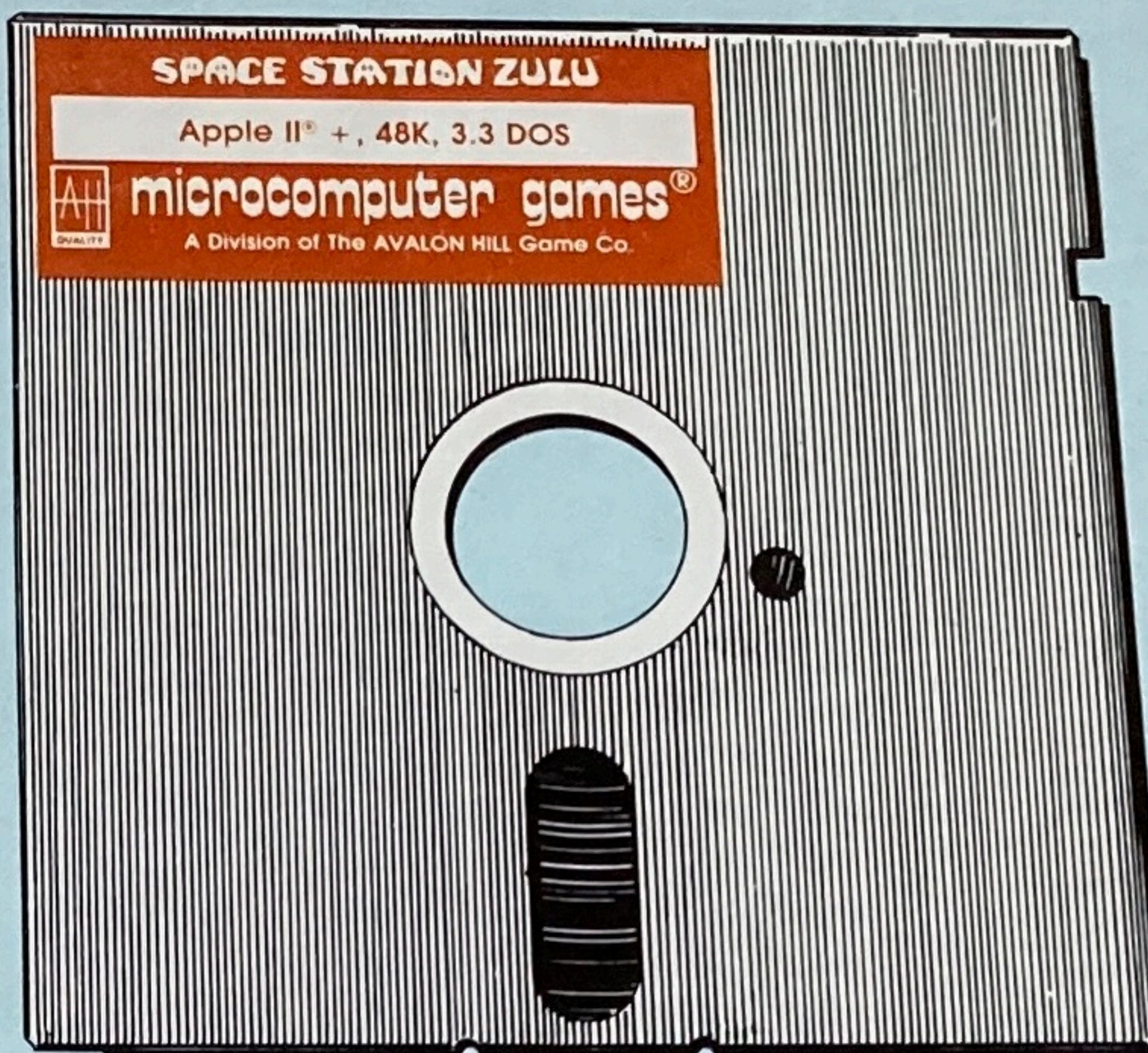
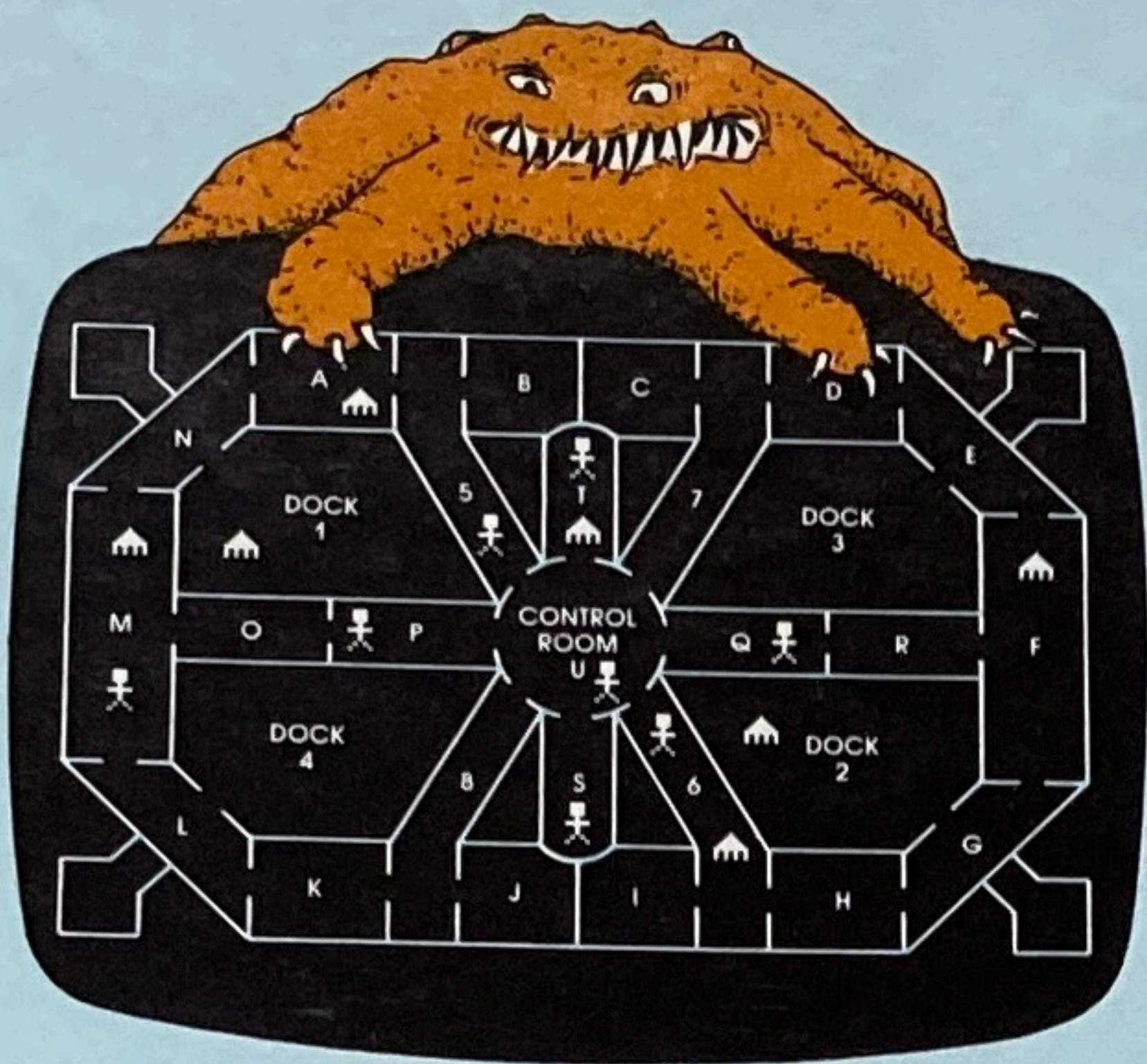


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AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF SPACE STATION DEFENSE

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PLEASE LIFT TRAY

SPACE STATION ZULU

4115202

Apple II® +, 48K, 3.3 DOS



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**SPACE STATION ZULU** 4115202

Apple II® +, 48K, 3.3 DOS



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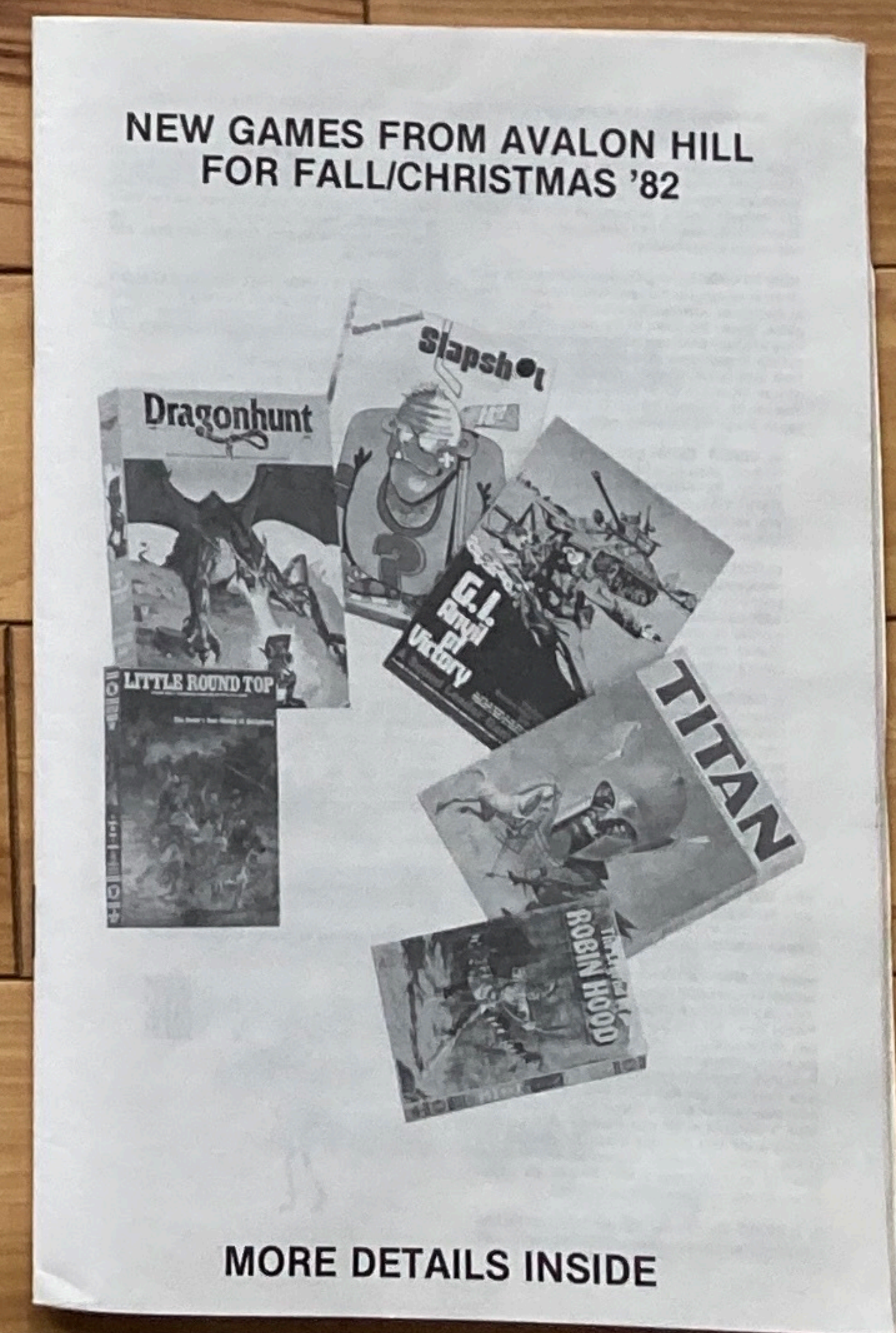
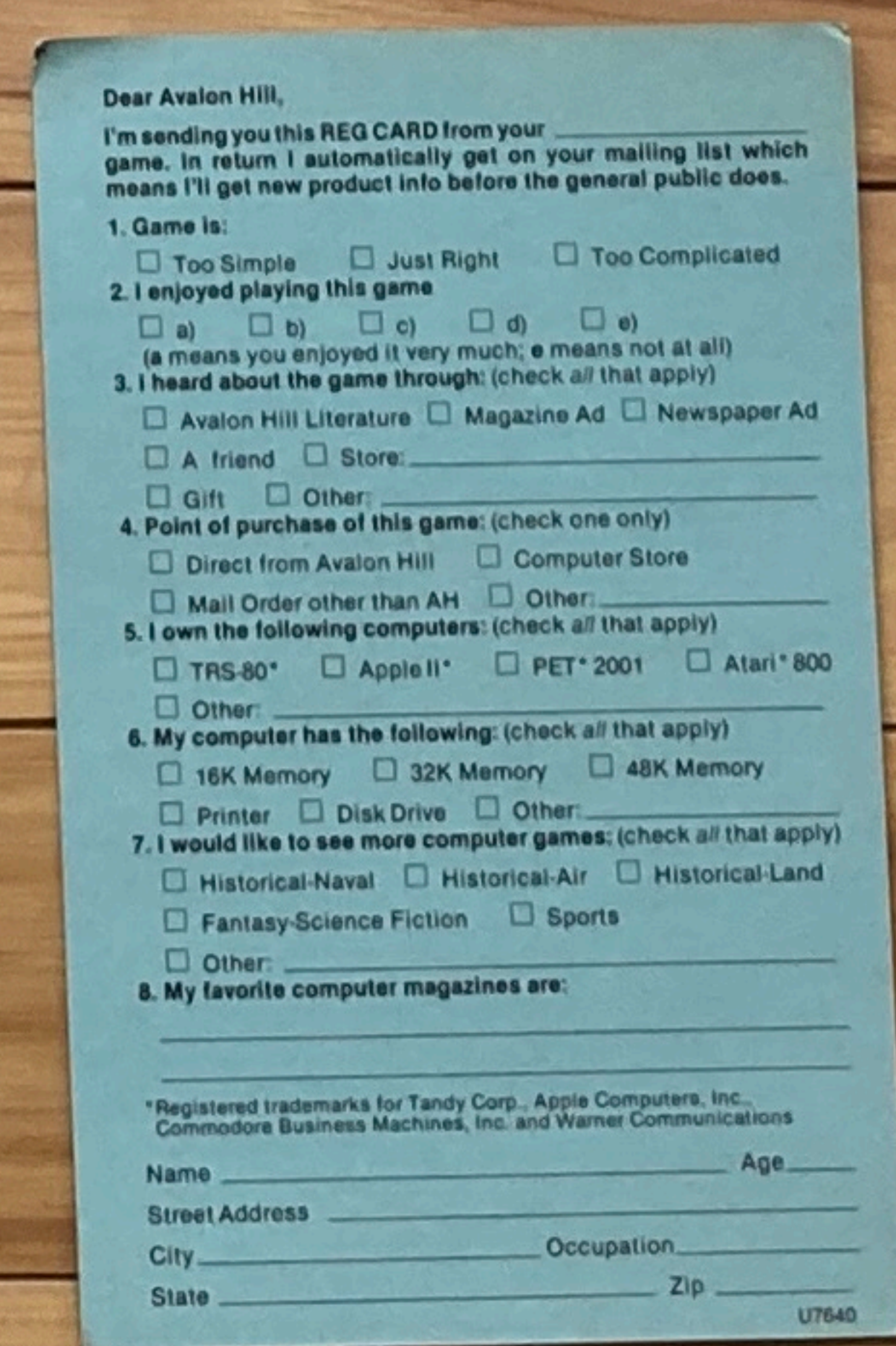
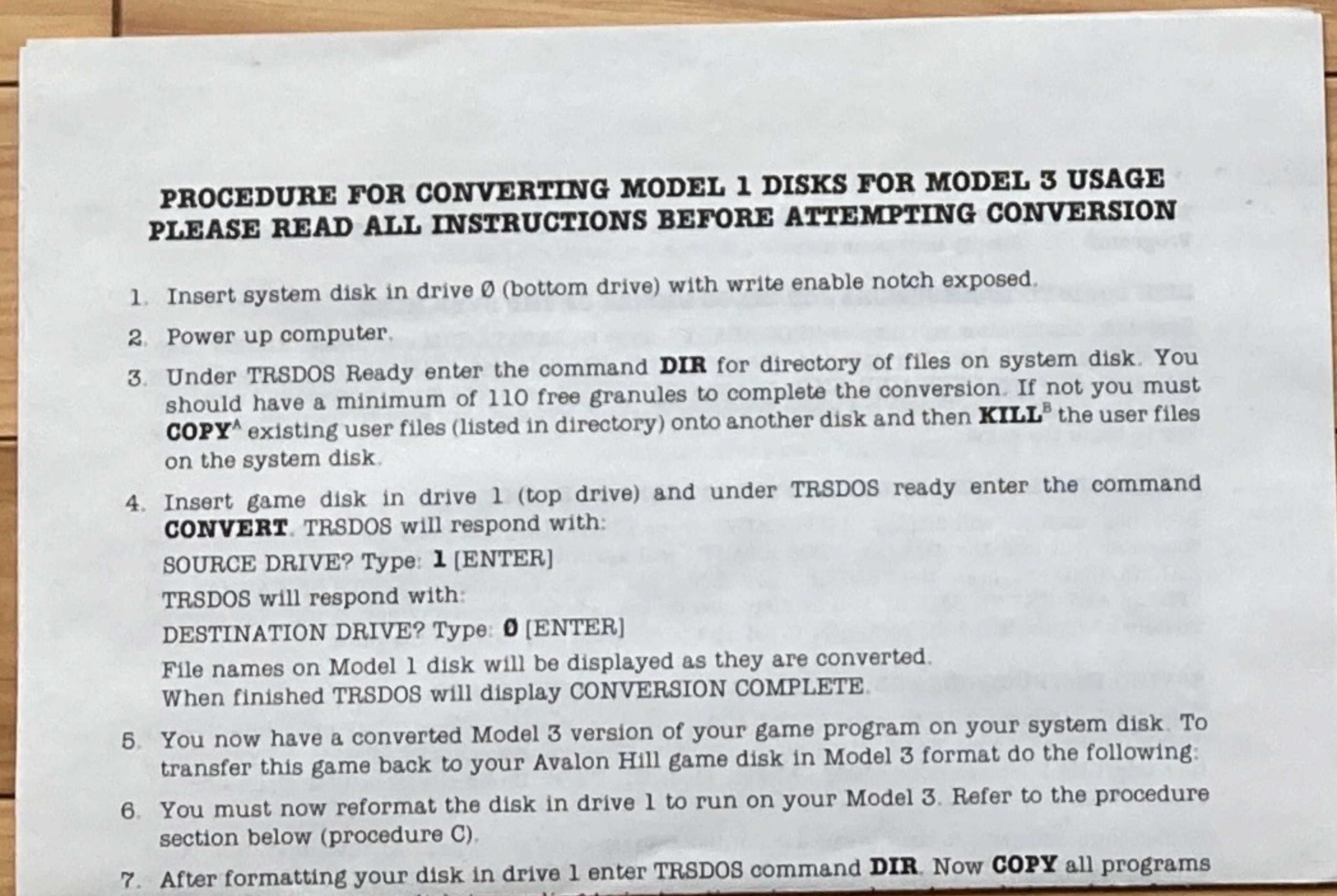
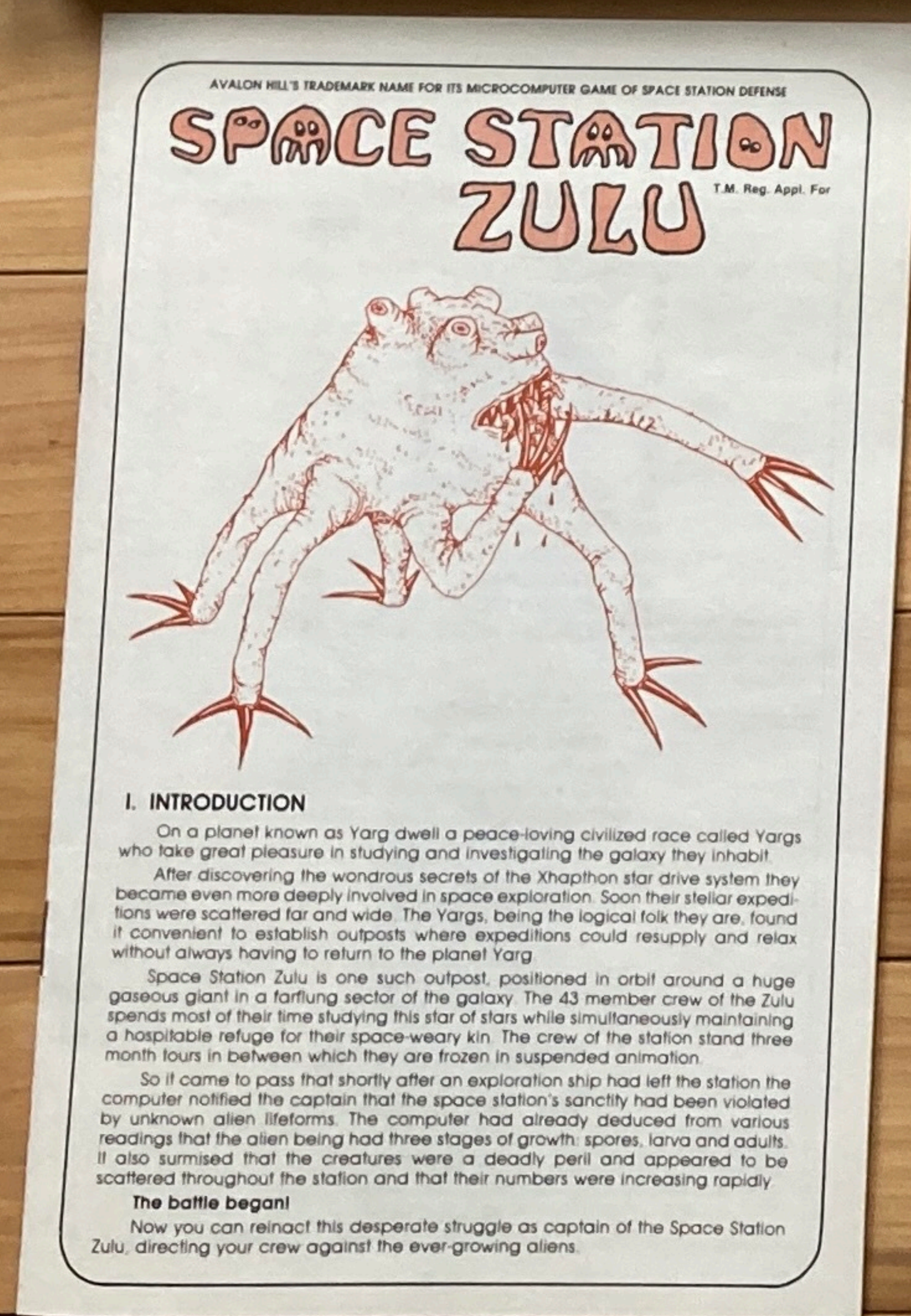
# STATION ZULU

T.M. Reg. Appl. For

4415266









AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF SPACE STATION DEFENSE

# SPACE STATION ZULU

T.M. Reg. Appl. For



## I. INTRODUCTION

On a planet known as Yarg dwell a peace-loving civilized race called Yargs who take great pleasure in studying and investigating the galaxy they inhabit.

After discovering the wondrous secrets of the Xhaphon star drive system they became even more deeply involved in space exploration. Soon their stellar expeditions were scattered far and wide. The Yargs, being the logical folk they are, found it convenient to establish outposts where expeditions could resupply and relax without always having to return to the planet Yarg.

Space Station Zulu is one such outpost, positioned in orbit around a huge gaseous giant in a farflung sector of the galaxy. The 43 member crew of the Zulu spends most of their time studying this star of stars while simultaneously maintaining a hospitable refuge for their space-weary kin. The crew of the station stand three month tours in between which they are frozen in suspended animation.

So it came to pass that shortly after an exploration ship had left the station the computer notified the captain that the space station's sanctity had been violated by unknown alien lifeforms. The computer had already deduced from various readings that the alien being had three stages of growth: spores, larva and adults. It also surmised that the creatures were a deadly peril and appeared to be scattered throughout the station and that their numbers were increasing rapidly.

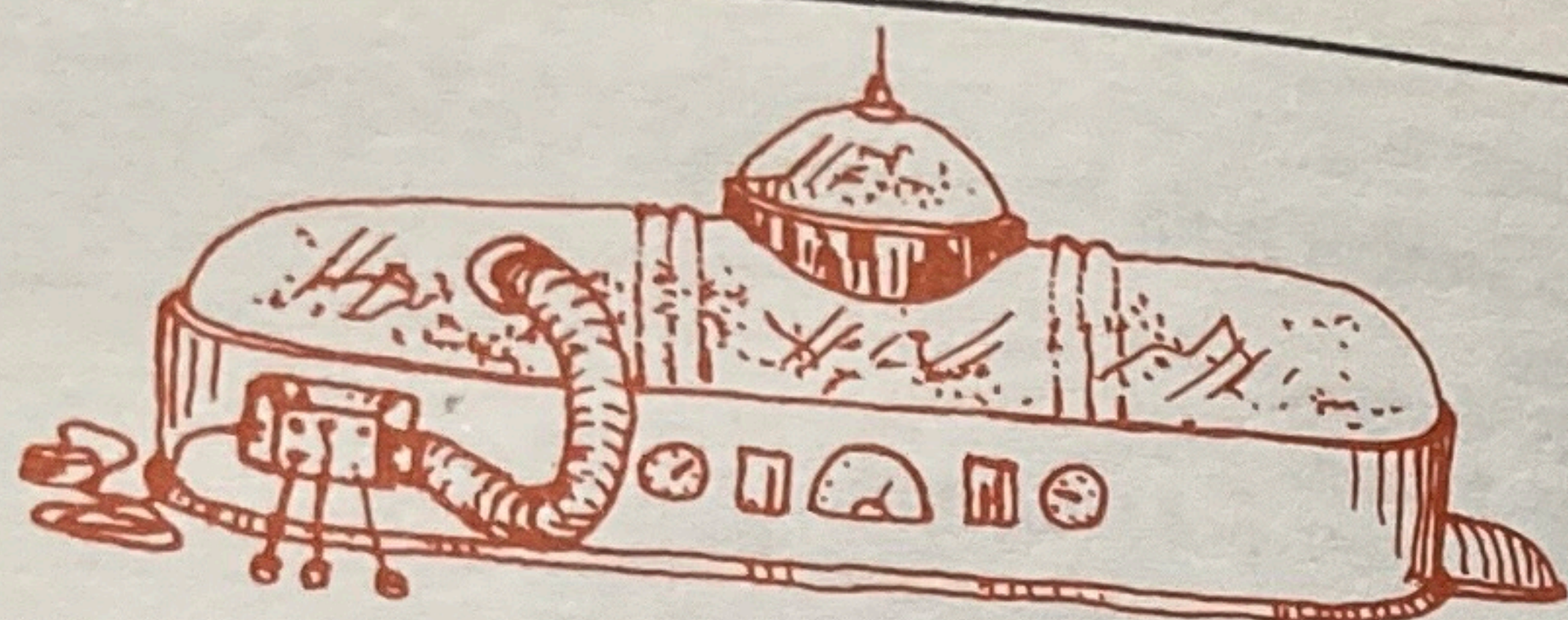
### The battle began!

Now you can reenact this desperate struggle as captain of the Space Station Zulu, directing your crew against the ever-growing aliens.

## PROCEDURE FOR CONVERTING MODEL 1 DISK PLEASE READ ALL INSTRUCTIONS BEFORE A

1. Insert system disk in drive 0 (bottom drive) with write
2. Power up computer.
3. Under TRSDOS Ready enter the command **DIR** for di  
should have a minimum of 110 free granules to com  
**COPY<sup>A</sup>** existing user files (listed in directory) onto anot  
on the system disk.
4. Insert game disk in drive 1 (top drive) and unde  
**CONVERT**. TRSDOS will respond with:  
SOURCE DRIVE? Type: **1** [ENTER]  
TRSDOS will respond with:  
DESTINATION DRIVE? Type: **0** [ENTER]  
File names on Model 1 disk will be displayed as th  
When finished TRSDOS will display CONVERSION C
5. You now have a converted Model 3 version of you  
transfer this game back to your Avalon Hill game
6. You must now reformat the disk in drive 1 to run  
section below (procedure C).
7. After formatting your disk in drive 1 enter TRSDO  
converted from game disk (according to procedure C)





**C. FROZEN YARGS** are located in the freezers in rooms S and T. The defrost procedure is a tedious process requiring the utmost concentration. Therefore no Yargs can be defrosted when there are adult or larva aliens in the room, since these creatures have a way of distracting Yargs (sometimes permanently!).

Requirements to defrost a Yarg:

1. No adult or larva aliens in the room
2. At least one Yarg or Robot in the room
3. At least one crew member in deep freeze

One crew member can be defrosted in room S and/or T each turn that the above conditions are met. Note that room S and T are independent of each other; that is, conditions not met in one room will not affect defrosting in the other.

**D. THE CAPTAIN** of Space Station Zulu is not represented on the screen. Instead, you play the part of the captain and are responsible for directing all the robots and Yargs throughout the ship. You are not affected by the aliens unless you lose the game, at which time you are also presumed dead.

## IX. INITIAL PLACEMENT

When the game starts, you will see the Space Station display and, at the bottom of the screen, the message:

4 ROBOTS PUT ROBOT IN ROOM?

To place a robot in a room, simply type the letter of the room where you want to put it. After placing the first robot, the message will say:

3 ROBOTS PUT ROBOT IN ROOM?

Place the second, third and fourth robots in the same manner as the first. After placing all the robots, the message will read:

16 YARGS PUT YARG IN ROOM?

Place each Yarg by typing the letter of the room. The number of Yargs in the message will steadily decrease until all have been placed.

NOTE: Robots and Yargs are presumed to be residing in rooms at game start. Hence they may not be placed in Passage Tubes or Landing Docks during initialization.

Then the message

GOOD LUCK

will be displayed and you are ready to play. Note that the Crew member symbol will not appear on the screen until the next time ship is drawn.

ATARI Note: Except for the [START], [SELECT] and [OPTION] keys, the keyboard is not used for the rest of the game.

## X. THE ROOM DISPLAY

A room may contain up to 24 adult aliens, 24 larva, 24 Yargs, 4 robots and an unlimited number of spores. To the left of the room display is shown all of the weapon types that can be picked up in the room. To the right of the symbol is the number of weapons of that type in the room. To the right of the symbol is the registered effect of that particular weapon on the aliens. A 0 means the weapon is untried. A 1 means the weapon has NO EFFECT. A positive number greater than 1 means it harms the aliens (the larger the number the more potent the weapon). A negative number following the weapon means the aliens thrive on the effects of the weapon.

# IN ROOM	SYMBOL	EFFECT	EFFECT EXPLANATION
2	☠	0	Untried weapon.
1	☠	-30	Weapon makes aliens grow.
3	☠	1	Weapon has no effect.
2	☠	80	Weapon is very deadly to aliens.

At the bottom of the room display is the command window. All computer messages will appear here. At the bottom right (after the cursor has been moved) the room identifier (the number or letter ID of the room) will be shown.

The breaks in the walls of the room display correspond to the exits. When more than one exit in a side is shown, an extra prompt will be provided for movement. The uppermost or rightmost exit will always be referred to first.

## XI. SEQUENCE OF PLAY

1. **ATARI:** Move the cursor, using the joystick (according to the procedure outlined in Section II.A.1), over the letter or number of the room you wish to investigate and push the "Fire" button.

**APPLE:** Input the letter or number of the room you wish to examine.

2. The room and its contents are then graphically displayed on the screen.

A. If there are no crew members in the room the message:

NO CREW MEMBERS HERE!

OR

SORRY YOU CANNOT LOOK IN THIS ROOM

will appear.

B. If the crew in this room have been moved already, then the message

THIS ROOM IS COMPLETE!

will appear. Note that a Reversed letter on the Space Station display indicates the room has already been plotted. In either of the above two cases, the contents of the room can be examined except when playing with the Hidden option (see Section IV). To exit the room, press the "Fire" button on the ATARI or the [RETURN] key on the APPLE.

C. If the crew in the room have not been moved yet this turn, the message

PICK SOMEONE WITH CURSOR

will appear at the bottom of the display.

3. Position the cursor over the crew member to be plotted and hit "Fire" or (APPLE:) [RETURN].

4. Pick the command you want executed and hit "Fire"/[RETURN].

5. Answer the computer's prompts, if any, for that command.

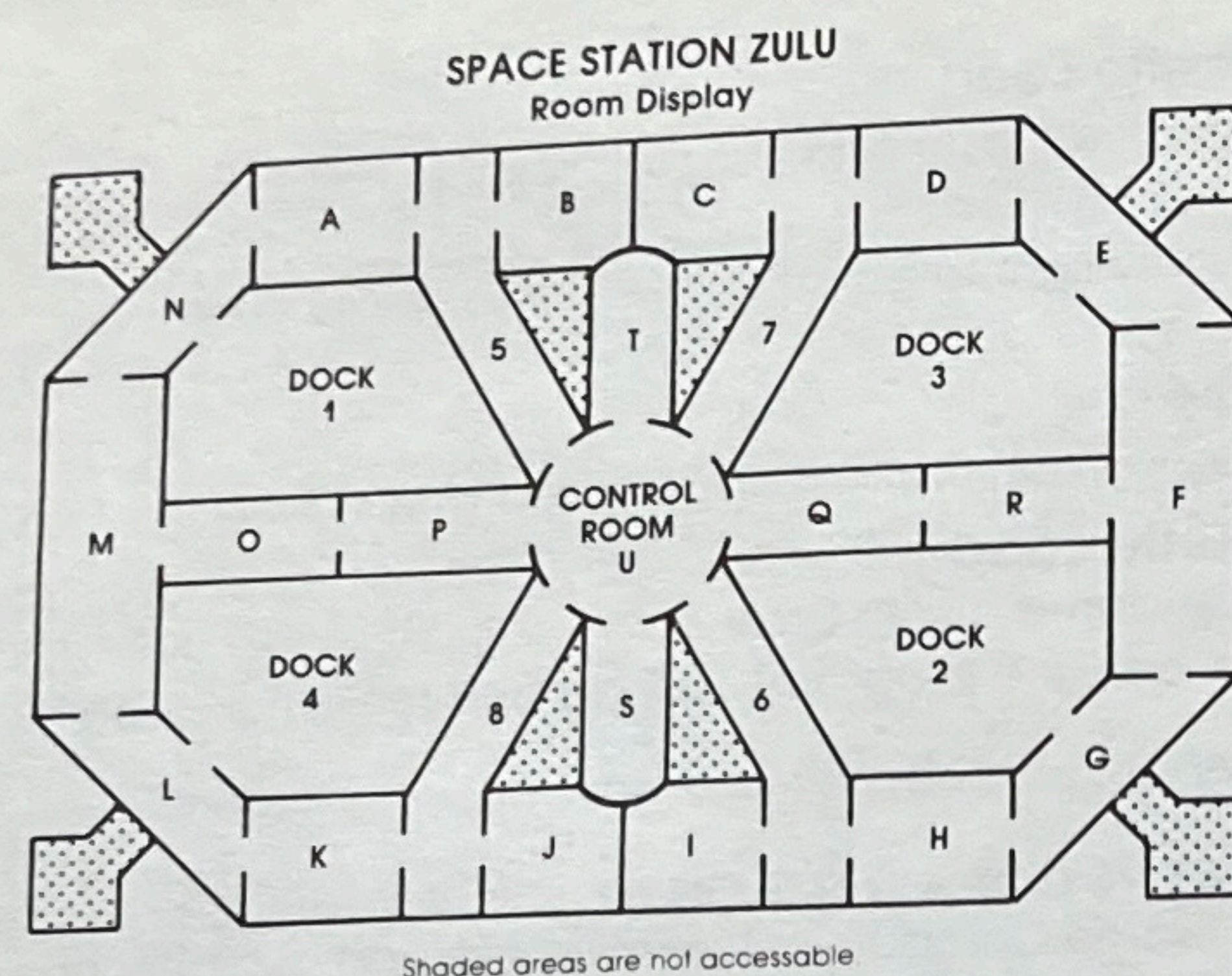
6. When the command has been plotted, the computer responds with

OK NEXT

7. You should then position over the next crew member to be given an order, and repeat steps 3 through 7 until either all crew members have been plotted or a PASS command is given.

8. All combat initiated by the player for that particular room is then performed and the results are reported to the player.





SYMBOL		NAME	DESCRIPTION
ATARI	APPLE		
		Knife	Sharp cutting instrument
		Laser Gun	Blinding, cruel laser beam
		Rad Bomb	Silent but deadly radiation
		Big Hammer	A slammer-hammer
		Fire Torch	Hot stuff
		Noise Bomb	Ear-shattering cacophony
		Ice Bottle	Concentrated Arctic
		Shock Rod	An electrifying experience
		Grenade	Boom-bang, gotchal
		Rifle	Projectile Thrower



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W2273 10/82

## PROCEDURE FOR CONVERTING MODEL 1 DISKS FOR TRSDOS PLEASE READ ALL INSTRUCTIONS BEFORE ATTEMPTING

1. Insert system disk in drive 0 (bottom drive) with write enable removed.
2. Power up computer.
3. Under TRSDOS Ready enter the command **DIR** for directory listing. You should have a minimum of 110 free granules to complete the **COPY**<sup>A</sup> existing user files (listed in directory) onto another disk on the system disk.
4. Insert game disk in drive 1 (top drive) and under TRSDOS Ready enter the command **CONVERT**. TRSDOS will respond with:  
SOURCE DRIVE? Type: **1** [ENTER]  
TRSDOS will respond with:  
DESTINATION DRIVE? Type: **0** [ENTER]  
File names on Model 1 disk will be displayed as they are converted. When finished TRSDOS will display CONVERSION COMPLETE.
5. You now have a converted Model 3 version of your game program. Transfer this game back to your Avalon Hill game disk in Model 3 format.
6. You must now reformat the disk in drive 1 to run on your Model 3 section below (procedure C).
7. After formatting your disk in drive 1 enter TRSDOS command **FORMAT**.



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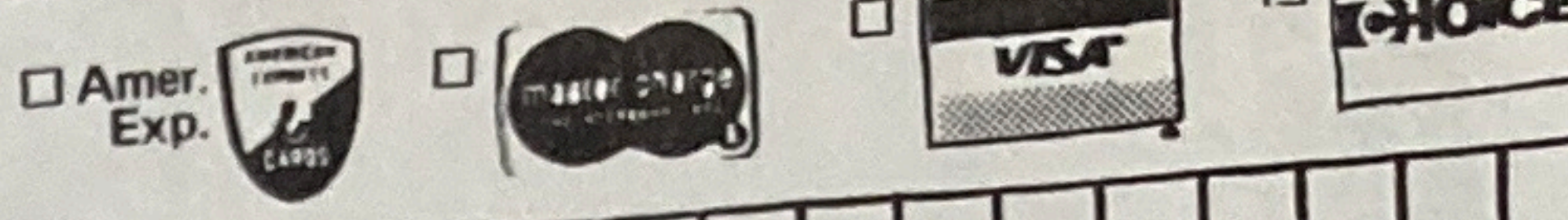
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\$6.00/yr. Overseas add \$8.00. Consult  
(a,b,c,d) for Back-issue postage.  
g) INSURE YOUR ORDER: \$.25 per \$10.00  
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☐ B—a good player  
☐ C—an average player  
☐ D—a novice in my first year of gaming  
☐ E—a beginner  
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how well I fare against others. For now, please  
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card—here's my \$5.00

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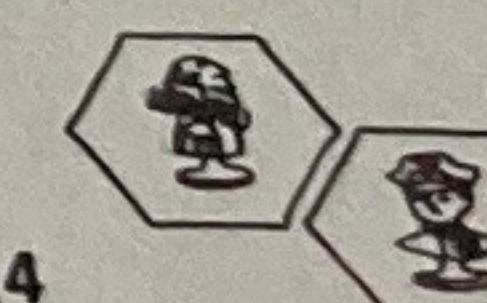


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IF THE POSTMAN CAN'T READ IT, YOU WON'T GET IT!

MODEL 1 DISKS FOR MODEL 3 U

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